GAMER

GAMING
RETRO
TECH
NEWS

15th July 2023

GAMER

Introduction

Welcome to this new online magazine which Will cover Gaming, Gaming Reviews,Retro Section, Tech News , Streamer info insights And all things Social media.

This Issue will cover the following

Tech and Gaming News.

Game Review of Dark Void

Bullet Witch

Eternal Darkness

Retro Film Reviews SE7EN & Jaws

Reapers Retro - NINTENDO GAMECUBE

Video game Quiz - Just For Fun.

Word Search -Just For Fun.

GAMER Tech News

Nintendo Improves Switch eShop's Search Function With Small Update.

Nintendo has not exactly made many changes to the Switch user interface or the eShop over the years, but today is different.

If you head over to the Switch eShop, you'll see a new update to the storefront has improved the video game search function. Instead of one column, there are now two columns of search results when you enter a keyword. Here's the updated look:

It means you'll be able to search through the results much quicker - eliminating what you do and don't already have in your Switch digital library - until you find a game that interests you. It's a pretty handy update considering there are now thousands of titles available on the store, and many are released on a weekly basis.

NINTENDO SWITCH

GAMER

GAMER Tech News

Sony Gives an Update on Amazon's God of War TV Series

The release of God of War: Ragnarök on PlayStation consoles last fall means this is as good a time as any for Kratos to make the jump to live-action. After securing the rights in early 2022, Amazon Prime Video finally ordered a series adaptation of the God of War franchise in December.

PlayStation IP has become "more and more important," especially following The Last of Us' success on HBO. That show seems to have offered a solid blueprint for how to bring certain video game titles to the big or small screens. It's still early,

GAMER

GAMER Tech News

Early reports suggest the Amazon series will bypass Kratos' earlier years in ancient Greece and start from the Norse era instead.

Rafe Judkins, who previously developed The Wheel of Time for Amazon, is taking up show running duties on God of War as well. The series' writers room includes The Expanse creators and Iron Man co-writers Mark Fergus and Hawk Ostby, who will also serve as executive producers.

GAMER Retro Film Review

Seven (1995 film)

Seven is a 1995 American crime thriller film directed by David Fincher and written by Andrew Kevin Walker. It stars Brad Pitt, Morgan Freeman, Gwyneth Paltrow, and John C. McGinley. Set in a crime-ridden, unnamed city, Seven's plot follows disenchanted, near-retirement detective William Somerset (Freeman) and his new partner, the recently transferred David Mills (Pitt), as they attempt to stop a serial killer before he can complete a series of murders based on the seven deadly sins.

GAMER *Retro Film Review*

Seven received middling test audience results and was not expected to perform well due to its violent and mature content, but it went on to earn $327.3 million worldwide, becoming a surprise success and one of the highest-performing films of the year. Reviews were more mixed, with critics praising Freeman's performance, but criticizing the dark cinematography, implicit and implied violence, and the bleak ending. Seven revitalized Fincher's career and helped Pitt transition from roles based on his appearance to more serious, dramatic roles.

GAMER *Retro Film Review*

Seven is now regarded as one of the best thriller, crime, and mystery films ever made. It remains influential in film making, inspiring a host of imitators of its aesthetic, style, and premise of detectives chasing down serial killers with distinctive methods and motives.

GAMER *Retro Film Review*

JAWS

Jaws is a 1975 American thriller film directed by Steven Spielberg, based on the 1974 novel by Peter Benchley. It stars Roy Scheider as police chief Martin Brody, who, with the help of a marine biologist (Richard Dreyfus) and a professional shark hunter (Robert Shaw), hunts a man-eating great white shark that attacks beach goers at a summer resort town. Murray Hamilton plays the mayor, and Lorraine Gary portrays Brody's wife. The screenplay is credited to Benchley, who wrote the first drafts, and actor-writer Carl Gottlieb, who rewrote the script during principal photography.

GAMER Retro Film Review

JAWS

Jaws was the first major motion picture to be shot on the ocean, and consequently had a troubled production with issues, going over budget and schedule. As the art department's mechanical sharks often malfunctioned, Spielberg decided mostly to suggest the shark's presence. Regarded as a watershed moment in motion picture history, Jaws was the prototypical summer blockbuster, and won several awards for its music and editing. It was the highest-grossing film of all time until the release of Star Wars two years later.

GAMER *Retro Film Review*

JAWS

A large model shark is hoisted by a crane as two men watch it.

The mechanical shark, attached to the tower.

The delays proved beneficial in some regards. The script was refined during production, and the unreliable mechanical sharks forced Spielberg to shoot many scenes so that the shark was only hinted at.

GAMER Review

Bullet Witch is a third-person shooter where players control the witch Alicia and her unseen companion "Darkness" while navigating a three-dimensional post-apocalyptic world. The game's six levels are divided into semi-open environments, ranging from urban to country settings. Environments include destructible objects and combustibles that generate explosions when damaged. At the beginning of each level Alicia is assigned a variety of abilities and weapon attributes. higher damage by using magic. Alicia can also perform a melee attack when close to enemies.

Alicia has access to magic spells, which are assigned to three rings based on their strength. Basic spells include creating a temporary shield, imbuing ammunition with elemental damage abilities, and spearing enemies from beneath; second level spells include throwing objects, summoning a hoard of ravens to attack enemies, and giving up a portion of health to revive injured allies and non-playable characters; the third level summons powerful natural phenomena such as tornadoes, meteor showers and lightning storms to destroy large groups of enemies.

GAMER *Review*

Using spells cost varying amounts of magic points depending on their level, and each can be upgraded using skill points. Upgrades to health, guns and magic are unlocked with skill points earned based on a ranking, which takes in damage taken, enemies killed and the length of time it took to complete a level.

Combined sales of the original release and Xbox 360 Platinum Collection re-release totaled 27,098 copies. Bullet Witch had mixed or average reviews.

Bullet Witch is a Fun game to play.

GAMER *Review*

DARK VOID

In the game, players must face an alien threat that humanity had previously banished. The game mixes on-foot and mid-air combat.

The games make use of a unique "vertical cover system", as well as a standard cover system. The game includes a hover pack, and later, a jet pack, allowing for a quick transition between traditional shooter game play and flight. Everything unlocked in the first play through is transferred over to any new play throughs. Upgrades are purchased using Tech points through a shop at the start of every level before game play begins.

GAMER *Review*

DARK VOID

Tech points are collected from defeated enemies and are hidden throughout the level.

The game's story takes place before World War II and centers around a cargo pilot named William Augustus Grey who is teleport-ed to another world while flying through the Bermuda Triangle. In this world, known as the "Void", Will encounters an alien race as well as other humans, which are known as the Watchers and the Survivors respectively.

GAMER Review

DARKVOID

Will reluctantly joins the Survivors, who are engaged in a feud with the alien race, to satisfy his desire to return to Earth. While aiding the Survivors, Will discovers that the Void is a middle ground that connects both the Watchers' home world and Earth. It also becomes apparent that the Watchers are supplying the Axis powers with various wartime provisions for reasons unknown. With the help of Nikola Tesla, Will uses retrofitted Watcher technology to combat the Watchers and eventually find a way to escape the Void.

GAMER Review

Eternal Darkness: Sanity's Requiem is an action-adventure video game developed by Silicon Knights and published by Nintendo. Originally planned for the

Nintendo 64, it was switched to the Game Cube for development and released on June 24, 2002. It is the first M-rated game published by Nintendo. While the game features similar game play mechanics to that of Resident Evil, it distinguishes itself with unique features, such as "sanity effects". In the game, players take on the role of several characters as they battle a powerful entity who seeks to enslave humanity.

GAMER *Review*

Eternal Darkness was widely praised by reviewers and won numerous awards but was not a commercial success.] In the years since Eternal Darkness' release, it has been regarded as one of the greatest games of all time, as well as one of the best horror games ever made.The game is conducted from a third-person perspective. While the game play operates similar to Resident Evil – fighting monsters and solving puzzles to further explore a location – Eternal Darkness maintains notable differences in game play style, some of which distinguished it from other survival horror games of its time.

GAMER Review

An in-game map tracks a player's bearings. The inventory system stores weapons and items that can be used to solve puzzles, some of which can be combined with other objects, even enchanted with magic, for different effects.Combat focuses on a simple targeting system. Players may attack in a general direction, or lock-on to an enemy to focus on individual parts of its anatomy. Decapitating most enemies effectively blinds them. There are many classes of enemies the player must either defeat or avoid.

GAMER *Review*

Each class also comes in a few varieties, and subtle differences between each

variety exist as well, having slightly different appearances and traits. Some of the more common enemies, such as zombies, vary very little in appearance, Eternal Darkness: Sanity's

Requiem received a near-universal critical acclaim upon its release.

GAMER REAPERS RETRO

NINTENDO GAMECUBE™

The Game Cube is a home video game console developed and released by Nintendo in Japan on September 14, 2001, in North America on November 18, 2001, and in PAL territories in 2002. It is the successor to the Nintendo 64 (1996). Reception of the Game Cube was mixed. It was praised for its controller and extensive library of high-quality games, but was criticized for its exterior design and lack of multimedia features.

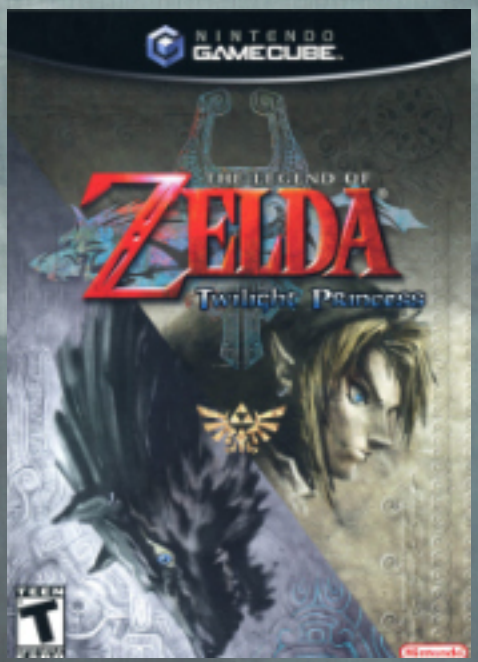
GAMER REAPERS RETRO

Nintendo sold 21.74 million Game Cube units worldwide, much fewer than anticipated, and discontinued it in 2007.

Nintendo unveiled its software lineup for the sixth-generation console at E3 2001, focusing on fifteen launch games, including Luigi's Mansion and Star Wars Rogue Squadron II: Rogue Leader. Several games originally scheduled to launch with the console were delayed. It is also the first Nintendo home console since the Famicom not to have a Mario launch game.

GAMER REAPERS RETRO

The Game Cube was launched in Japan on September 14, 2001. Approximately 500,000 units were shipped in time to retailers. The console was scheduled to launch two months later in North America on November 5, 2001, but the date was pushed back in an effort to increase the number of available units. The console eventually launched in North America on November 18, 2001, with over 700,000 units shipped to the region. Other regions followed suit the following year beginning with Europe in the second quarter of 2002.



GAMER REAPERS RETRO

The Game Cube is Nintendo's first home console with a system menu, activated by powering on without a valid game disc or by holding down the A button while one is loaded. In its lifespan from 2001 to 2007, Nintendo licensed over 600 Game Cube games. Nintendo bolstered the console's popularity by creating new franchises, such as Pikmin and Animal Crossing, and renewing some that had skipped the Nintendo 64, such as with Metroid Prime.

GAMER REAPERS RETRO

Nintendo had struggled with its family-friendly image during the late 1990s and most of the 2000s. However, during this period, it released more video games for a mature audience with mostly successful results. While the video game industry was focusing on more mature audiences and online connections, Nintendo regained older players who had gravitated to the PlayStation 2 and Xbox during the early 2000s.

GAMER REAPERS RETRO

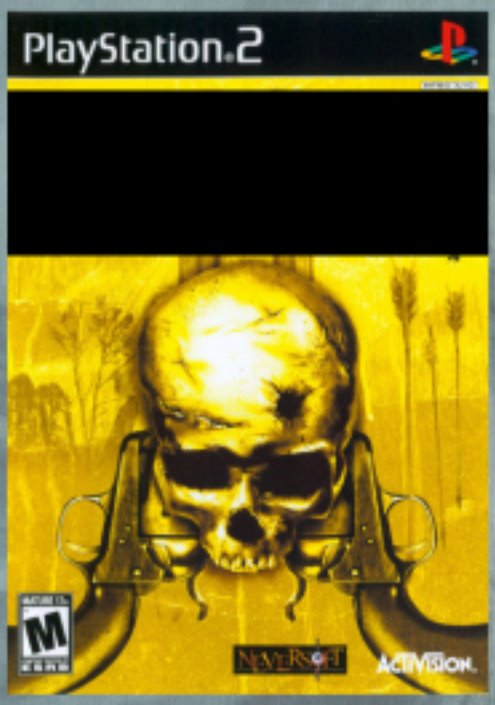
Some games aimed at older audiences were critically and financially successful—more than on Dreamcast, and less than on PlayStation 2 and Xbox. Such examples include The Legend of Zelda: Twilight Princess, Super Smash Bros. Melee, Resident Evil 4, Metal Gear Solid: The Twin Snakes, Killer7, Star Wars Rogue Squadron II: Rogue Leader,Final Fantasy Crystal Chronicles, Resident Evil (2002), Metroid Prime, Metroid Prime II: Echoes, Soul Calibur II, Resident Evil Zero,F-Zero GX, Star Fox Adventures, and Star Fox Assault.

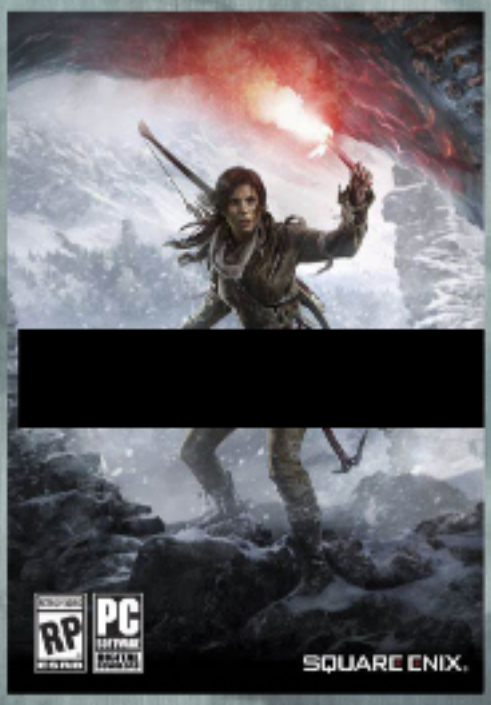
GAMER REAPERS RETRO

One of the most well-known Game Cube games for mature audiences is Eternal Darkness: Sanity's Requiem, which under performed financially, but garnered critical acclaim and is now regarded as a cult classic.

Video Game Quiz

Name The Game ?

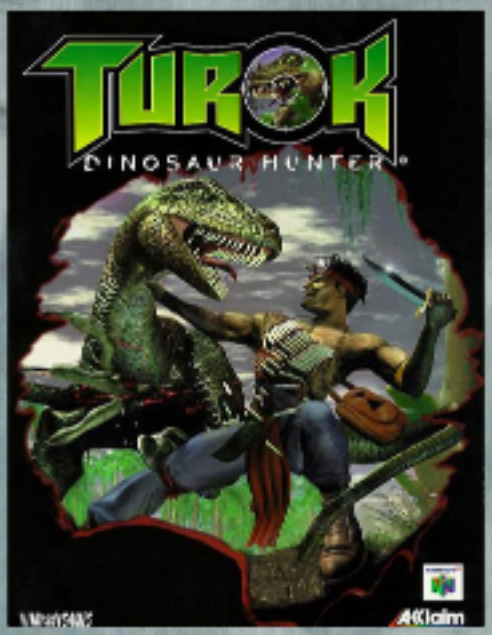




GAMER

Video Game Quiz

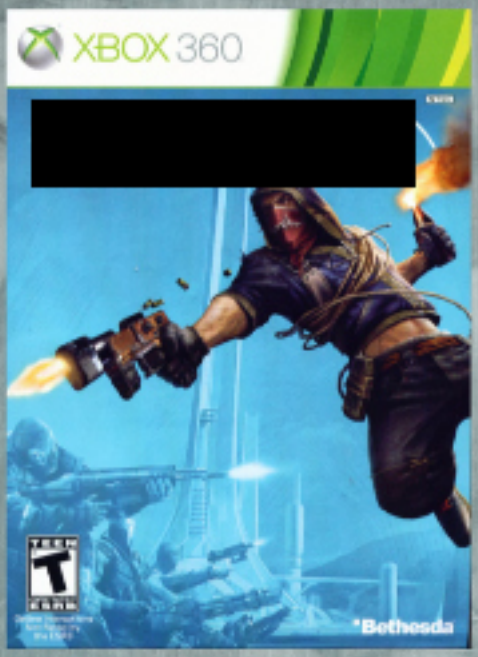
Name The Game ?

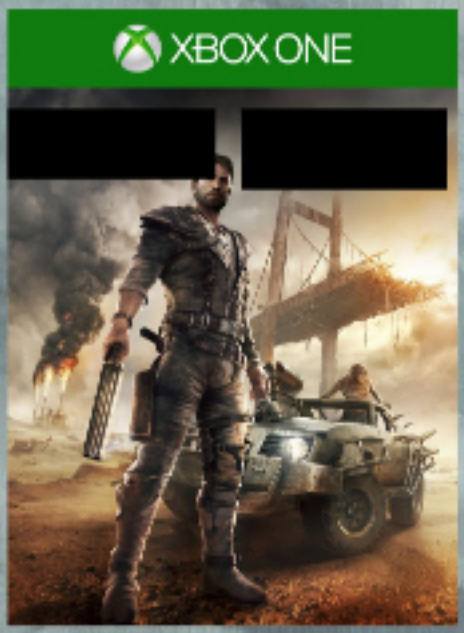


GAMER

Video Game Quiz

Name The Game ?





GAMER

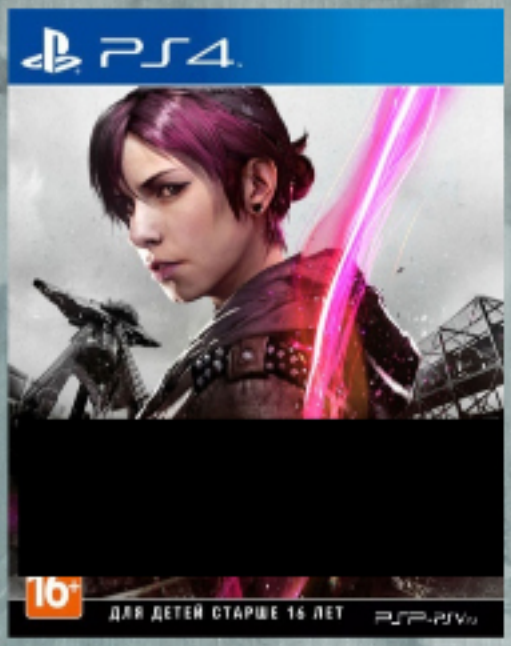
Video Game Quiz

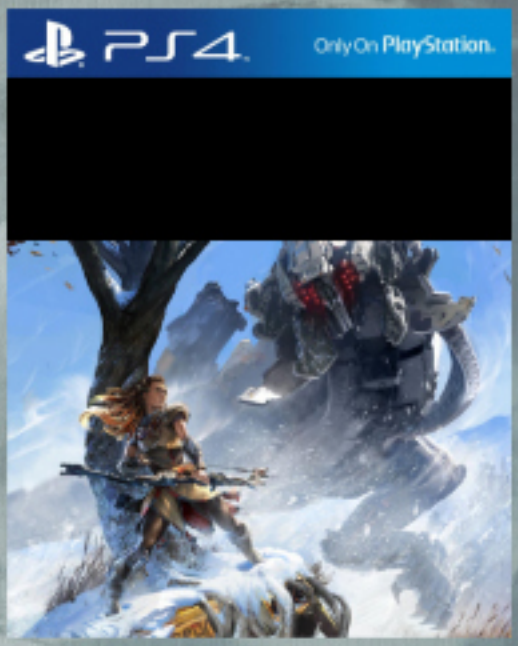
Name The Game ?

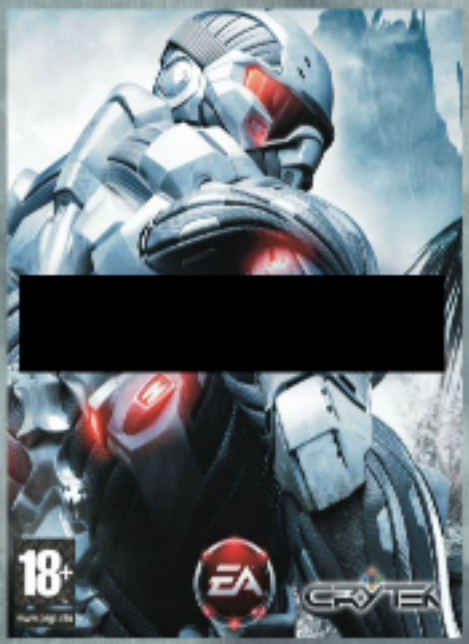
GAMER

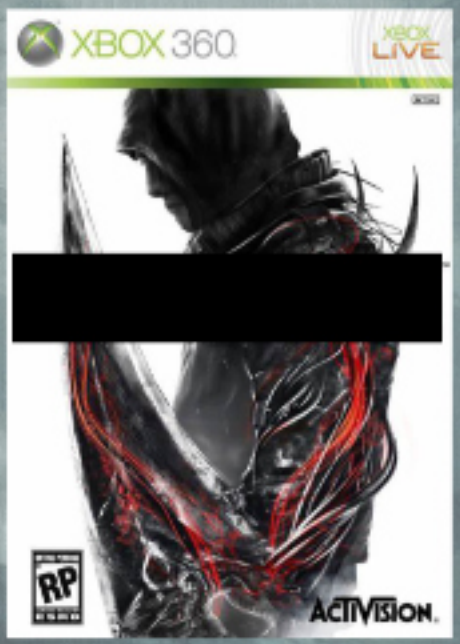
Video Game Quiz

Name The Game ?









GAMER

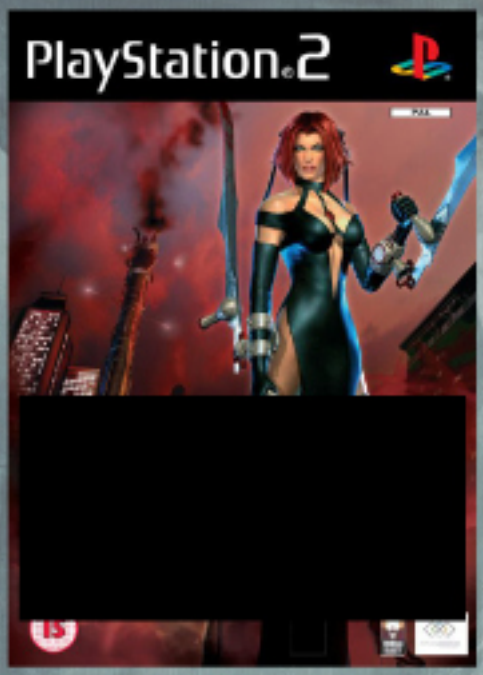
Video Game Quiz

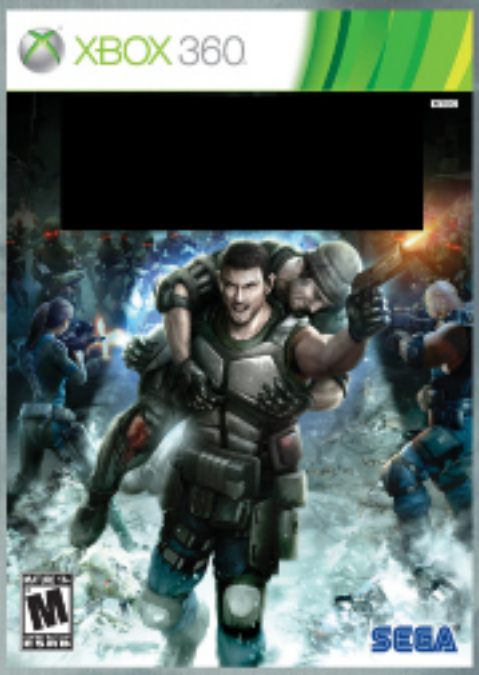
Name The Game ?

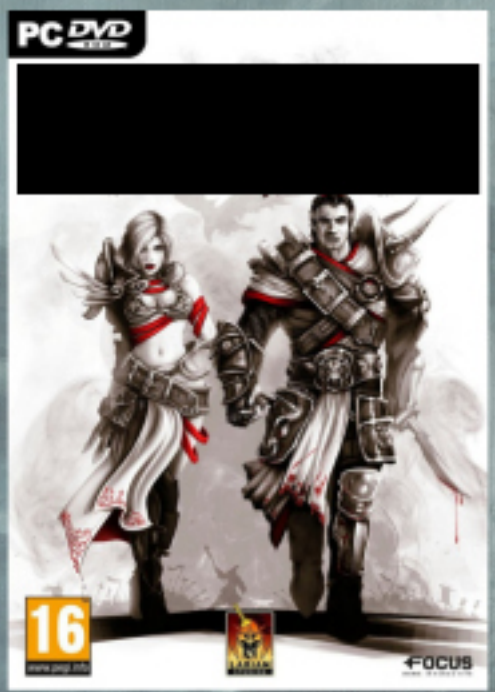
GAMER

Video Game Quiz

Name The Game ?







GAMER

Video Game Quiz

Name The Game ?

GAMER

SUPER HEROES WORD SEARCH

P I T N P N G L M Q H H R R M K X D A R
Y S P Z T A U A X B K U K R A H R I I R
S U A W G E A N M L B M B F M A V C A M
T P A E O W H S U B M A R I N E R V Z T
R E I D C N R H M A I N T D N R I E V E
I R X D R A D C E M I T H W V M C H A G
D M N A E A P E R M S O O O O M Z R H S
N A R R G R R T R N M R R L I M R N P A
N N R D N R W B A W E C M V N S A R A G
E T L E H T E O M I O H K E Y I I N A I
N M Z R D I I E M O N M X R I S A M O M
R A R E I E Q A N A K A A I A M A C V R
A N G E S C V T M L N N M N R L R A D N
G Q C A P T A I N M A R V E L L C T T Z
R R A H B A R A L C E N D A R A Z W N H
I A W D X R M H K R A I T I I I A O H M
T A K S A T T C I Y P X G E A N C M C T
S O B F A N A Z A S R T I S R H O A M B
K N E B S L D H X Z A K N D M N A N R L
D A T A B X H S P B M R V D I A A N G M

ANTMAN BATGIRL BATMAN BATWOMAN BLACKCANARY

CAPTAINAMERICA CAPTAINMARVEL CATWOMAN DAREDEVIL GAMBIT

GREENLANTERN HULK HUMANTORCH SPIDERMAN SPIDERWOMAN

SUBMARINER SUPERMAN THOR WOLVERINE WONDERWOMAN

SUPER HEROES WORD SEARCH -

ANSWERS SHEET

P I T N P N G L M Q H H R R M K X D A R
Y S P Z T A U A X B K U K R A H R I I R
S U A W G E A N M L B M B F M A V C A M
T P A E O W H S U B M A R I N E R V Z T
R E I D C N R H M A I N T D N R I E V E
I R X D R A D C E M I T H W V M C H A G
D M N A E A P E R M S O O O O M Z R H S
N A R R G R R T R N M R R L I M R N P A
N N R D N R W B A W E C M V N S A R A G
E T L E H T E O M I O H K E Y I I N A I
N M Z R D I I E M O N M X R I S A M O M
R A R E I E Q A N A K A A I A M A C V R
A N G E S C V T M L N N M N R L R A D N
G Q C A P T A I N M A R V E L L C T T Z
R R A H B A R A L C E N D A R A Z W N H
I A W D X R M H K R A I T I I I A O H M
T A K S A T T C I Y P X G E A N C M C T
S O B F A N A Z A S R T I S R H O A M B
K N E B S L D H X Z A K N D M N A N R L
D A T A B X H S P B M R V D I A A N G M

ANTMAN BATGIRL BATMAN BATWOMAN BLACKCANARY

CAPTAINAMERICA CAPTAINMARVEL CATWOMAN DAREDEVIL GAMBIT

GREENLANTERN HULK HUMANTORCH SPIDERMAN SPIDERWOMAN

SUBMARINER SUPERMAN THOR WOLVERINE WONDERWOMAN